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| <div><div><div>Ancestral Recall</div><div>Instant</div><div>Target player draws three cards.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                               | <div><div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                     | <div><div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                     | <div><div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                     |
| <div><div><div>Arcum's Astrolabe</div><div>Snow Artifact</div><div>{S} can be paid with one mana from a snow source.)<br/>When this artifact enters, draw a card.<br/>{1}, {T}: Add one mana of any color.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Arcum's Astrolabe</div><div>Snow Artifact</div><div>{S} can be paid with one mana from a snow source.)<br/>When this artifact enters, draw a card.<br/>{1}, {T}: Add one mana of any color.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Arcum's Astrolabe</div><div>Snow Artifact</div><div>{S} can be paid with one mana from a snow source.)<br/>When this artifact enters, draw a card.<br/>{1}, {T}: Add one mana of any color.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Arcum's Astrolabe</div><div>Snow Artifact</div><div>{S} can be paid with one mana from a snow source.)<br/>When this artifact enters, draw a card.<br/>{1}, {T}: Add one mana of any color.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

①

{T}, Sacrifice this artifact: Add three mana of any one color.

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① ② R

You may reveal a sorcery card you own from outside the game and put it into your hand. Exile Burning Wish.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

You may reveal a sorcery card you own from outside the game and put it into your hand. Exile Burning Wish.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② R

When this creature enters, you may search your library for an artifact card, put it into your graveyard, then shuffle.

{R}, {T}, Sacrifice an artifact:  
Return target artifact card with  
mana value 3 or less from your  
graveyard to the battlefield.

1/2

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① R

When this creature enters, you may search your library for an artifact card, put it into your graveyard, then shuffle.

{R}, {T}, Sacrifice an artifact:  
Return target artifact card with  
mana value 3 or less from your  
graveyard to the battlefield.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

When this creature enters, you may search your library for an artifact card, put it into your graveyard, then shuffle.

**{R}, {T}, Sacrifice an artifact:**  
Return target artifact card with  
mana value 3 or less from your  
graveyard to the battlefield.

1/2

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①R

When this creature enters, you may search your library for an artifact card, put it into your graveyard, then shuffle.

{R}, {T}, Sacrifice an artifact:  
Return target artifact card with  
mana value 3 or less from your  
graveyard to the battlefield.

1/2

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®

{T}: Choose target artifact a player controls and target artifact card in that player's graveyard. If both targets are still legal as this ability resolves, that player simultaneously sacrifices the artifact and returns the artifact card to the battlefield.

1/1

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®

[T]: Choose target artifact a player controls and target artifact card in that player's graveyard. If both targets are still legal as this ability resolves, that player simultaneously sacrifices the artifact and returns the artifact card to the battlefield.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

{T}: Choose target artifact a player controls and target artifact card in that player's graveyard. If both targets are still legal as this ability resolves, that player simultaneously sacrifices the artifact and returns the artifact card to the battlefield.

1/1

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®

{T}: Choose target artifact a player controls and target artifact card in that player's graveyard. If both targets are still legal as this ability resolves, that player simultaneously sacrifices the artifact and returns the artifact card to the battlefield.

1/1

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②

When this artifact enters or is put into a graveyard from the battlefield, draw a card.

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①

When this artifact enters, it deals 2 damage to any target.

{2}, {T}, Sacrifice another artifact: Create a 3/3 colorless Golem artifact creature token.

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①

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{1}, {T}: Untap another target artifact.
{3}, {T}: Target creature can't be blocked this turn.
```

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①

When this artifact enters, you may discard a card. If you do, draw two cards.

{3}, Sacrifice this artifact: Create a tapped 2/2 colorless Robot artifact creature token.

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UP

( $\{U/P\}$  can be paid with either  $\{U\}$  or 2 life.)  
Counter target spell with mana value 1.

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| <div><div><div>Mox Emerald</div><div>Artifact</div><div>{T}: Add {G}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>  | <div><div><div>Mox Jet</div><div>Artifact</div><div>{T}: Add {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                         | <div><div><div>Mox Pearl</div><div>Artifact</div><div>{T}: Add {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                      | <div><div><div>Mox Ruby</div><div>Artifact</div><div>{T}: Add {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                  |
| <div><div><div>Mox Sapphire</div><div>Artifact</div><div>{T}: Add {U}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Null Rod</div><div>Artifact</div><div>Activated abilities of artifacts can't be activated.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Prismatic Ending</div><div>Sorcery</div><div>Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Prismatic Vista</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Prismatic Vista</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>        | <div><div>Prismatic Vista</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                       | <div><div>Prismatic Vista</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                       | <div><div>Pyroblast</div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's blue.<br/>* Destroy target permanent if it's blue.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                  |
| <div><div>Scalding Tarn</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sewer-veillance Cam</div><div>Artifact</div><div>Flash<br/>When this artifact enters or leaves the battlefield, you may tap or untap target creature.<br/>{3}{U}, Sacrifice this artifact: Draw two cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sewer-veillance Cam</div><div>Artifact</div><div>Flash<br/>When this artifact enters or leaves the battlefield, you may tap or untap target creature.<br/>{3}{U}, Sacrifice this artifact: Draw two cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sewer-veillance Cam</div><div>Artifact</div><div>Flash<br/>When this artifact enters or leaves the battlefield, you may tap or untap target creature.<br/>{3}{U}, Sacrifice this artifact: Draw two cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Sewer-veillance Cam</div><div>Artifact</div><div>Flash<br/>When this artifact enters or leaves the battlefield, you may tap or untap target creature.<br/>{3}{U}, Sacrifice this artifact: Draw two cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>( {T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>( {T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Mountain</div><div>Basic Snow Land -- Mountain</div><div>( {T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                |
| <div><div>Snow-Covered Mountain</div><div>Basic Snow Land -- Mountain</div><div>( {T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                     | <div><div>Snow-Covered Plains</div><div>Basic Snow Land -- Plains</div><div>( {T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sol Ring</div><div>Artifact</div><div>{T}: Add {C}{C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                             | <div><div>Soul-Guide Lantern</div><div>Artifact</div><div>When this artifact enters, exile target card from a graveyard.<br/>{T}, Sacrifice this artifact: Exile each opponent's graveyard.<br/>{1}, {T}, Sacrifice this artifact: Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

② ③

Draw three cards. Then discard two cards unless you discard an artifact card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

Draw three cards. Then discard two cards unless you discard an artifact card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

Draw three cards. Then discard two cards unless you discard an artifact card.

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②

This artifact enters tapped.  
This artifact doesn't untap during your untap step.  
If you would begin your turn while this artifact is tapped, you may skip that turn instead. If you do, untap this artifact.  
{T}: Take an extra turn after this one.

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① ②

Take an extra turn after this one.

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{T}: Add {U} for each artifact you control.
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(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I -- This Saga gains "{T}: Add {C}."
II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"
III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.
```

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①

```
Whenever a player casts a spell, if
no mana was spent to cast it,
counter that spell.
{1}, {T}, Sacrifice this artifact:
Draw a card.
```

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| <div><div><div>Void Mirror</div><div>②</div></div><div>Artifact</div><div>Whenever a player casts a spell, if no colored mana was spent to cast it, counter that spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                 | <div><div><div>Void Mirror</div><div>②</div></div><div>Artifact</div><div>Whenever a player casts a spell, if no colored mana was spent to cast it, counter that spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                 | <div><div><div>Void Mirror</div><div>②</div></div><div>Artifact</div><div>Whenever a player casts a spell, if no colored mana was spent to cast it, counter that spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>  | <div><div><div>Void Mirror</div><div>②</div></div><div>Artifact</div><div>Whenever a player casts a spell, if no colored mana was spent to cast it, counter that spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                             |
| <div><div><div>Abrade</div><div>①R</div></div><div>Instant</div><div>Choose one --<br/>* Abrade deals 3 damage to target creature.<br/>* Destroy target artifact.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Abrade</div><div>①R</div></div><div>Instant</div><div>Choose one --<br/>* Abrade deals 3 damage to target creature.<br/>* Destroy target artifact.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Back to Basics</div><div>②U</div></div><div>Enchantment</div><div>Nonbasic lands don't untap during their controllers' untap steps.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Balance</div><div>①W</div></div><div>Sorcery</div><div>Each player chooses a number of lands they control equal to the number of lands controlled by the player who controls the fewest, then sacrifices the rest. Players discard cards and sacrifice creatures the same way.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Blood Moon</b> (2)(R)<br><hr/> Enchantment<br><hr/> Nonbasic lands are Mountains.<br><br>[sideboard]                                                                                                    | <b>Boomerang Basics</b> (U)<br><hr/> Sorcery -- Lesson<br><hr/> Return target nonland permanent to its owner's hand. If you controlled that permanent, draw a card.<br><br>[sideboard]                     | <b>By Force</b> (X)(R)<br><hr/> Sorcery<br><hr/> Destroy X target artifacts.<br><br>[sideboard]                                                                                                                                                                                                                                                                                                                                                        | <b>Ensnaring Bridge</b> (3)<br><hr/> Artifact<br><hr/> Creatures with power greater than the number of cards in your hand can't attack.<br><br>[sideboard] |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                      | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                      | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                                                                                  | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                      |
| <b>Grafdigger's Cage</b> (1)<br><hr/> Artifact<br><hr/> Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries.<br><br>[sideboard] | <b>Grafdigger's Cage</b> (1)<br><hr/> Artifact<br><hr/> Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries.<br><br>[sideboard] | <b>Lurrus of the Dream-Den</b> (1)(W/B)(W/B)<br><hr/> Legendary Creature -- Cat Nightmare<br><hr/> Companion -- Each permanent card in your starting deck has mana value 2 or less. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)<br>Lifelink<br>Once during each of your turns, you may cast a permanent spell with mana value 2 or less from your graveyard.<br><br>[sideboard] | <b>Null Rod</b> (2)<br><hr/> Artifact<br><hr/> Activated abilities of artifacts can't be activated.<br><br>[sideboard]                                     |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                      | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                      | <div>3/2</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                                                                | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                      |

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| <div> <div>Prismatic Ending</div> <div> <div>X</div> <div>W</div> </div> </div> <div>Sorcery</div> <div> Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Pyroblast</div> <div> <div>R</div> </div> </div> <div>Instant</div> <div> Choose one -- <ul style="list-style-type: none"> <li>* Counter target spell if it's blue.</li> <li>* Destroy target permanent if it's blue.</li> </ul> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Swords to Plowshares</div> <div> <div>W</div> </div> </div> <div>Instant</div> <div> Exile target creature. Its controller gains life equal to its power. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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